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SR Musse, F Garat, D Thalmann - ... Workshop on Computer **Animation** and Simulation
(CAS'99, 1999 - ligwww.epfl.ch
... ViCrowd Client Manages the crowd and display the **animation**. ... 2. High-level behaviour
(HLB), eg, Group5 goes to ... to lunch 3. Low-level behaviour **(LLB)**, eg, Group5 ...
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[PDF] Human Factors and Wireless Network Applications
M Bits, B Bits - diva-portal.org
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MT Migawa, EE Swayze, RH Griffey - US Patent 6,933,288, 2005 - Google Patents
... Ward, YD, et al., "Solid phase synthesis ol aryl amines via palladium catalyzed
animation ol resin-bound aromatic bromides," Tetrahedron Lett. ...
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Quinazoline and quinazoline-like compounds for the treatment of integrin-
mediated disorders - all 4 versions »
WJ Hoekstra, EC Lawson, MJ Costanzo - US Patent 7,081,460, 2006 - Google Patents
... Lett., 1999, 40, "Properly tuned first fluoride-catalyzed TGME-mediated **animation**
process for ... 1 . Transformation of a Potent, Integrin-Selective a **IIb** |3 3 ...
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Vantages
RE MacLaury - 1997 - University of Texas Press
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[CITATION] ENCY OF MODERN ASIA
A QuadirJeelani - Encyclopedia of Modern Asia, 2002 - Charles Scribners Sons/Reference
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Integrating Behavioural **Animation** Techniques - all 6 versions »
JS Monzani, A Caicedo, D Thalmann - Computer Graphics Forum, 2001 - Blackwell Synergy
... human, this includes the body, and basic **animations** like locomotion or ... behaviour will be handled by the **high-level**, simulating the virtual human's **brain**. ...
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The Detection of Contingency and Animacy from Simple Animations in the Human **Brain** - all 5 versions »
SJ Blakemore, P Boyer, M Pachot-Clouard, A ... - Cerebral Cortex, 2003 - Oxford Univ Press
... In contrast, activity in various other **brain** regions to ... in which subjects were shown **animation** displays that ... The lack of **high level** mental state attribution to ...
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[PDF] 3D-**Brain** Model Software
R **Brain** - Methods - informatik.rwth-aachen.de
... benefit from the use of a **high-level** language, as ... photographs taken from Nissl stained
brain sec- tions ... can be used for illustrative renderings and **animations**. ...
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SESSION: Crowd and group **animation** table of contents
D Thalmann - International Conference on Computer Graphics and ..., 2005 - portal.acm.org
... enables RBD to be seamlessly integrated with **animation** Agents can react to any detail
of another agent's actions ... 4.3.3 **High level** control ... **brain** tweaking ...
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O Renault, N Magnenat-Thalmann, D Thalmann - The Journal of Visualization and Computer **Animation**, 1990 - ligwww.epfl.ch
... location to another known location (at a **high level**: eg go ... Workshop on the Mechanics,
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D Isla, R Burke, M Downie, B Blumberg - Proc. of the Int. Joint Conf. on Artifical Intelligence (..., 2001 - venus.unive.it
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A Caicedo, JS Monzani, D Thalmann - Proceedings of the IFIP TC5/WG5. 10
DEFORM'2000 Workshop and ..., 2000 - ligwww.epfl.ch
... of agents is decomposed into two modules: the **low-level animation** and the **high-level**
decisions taking. ... the IVA can be consider as the agent's **brain**. ...
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[PDF] Multimodal **Animation** System Based on the MPEG-4 Standard - all 3 versions »
S Kshirsagar, M Escher, G Sannier, N Magnenat- ... - Proceedings Multimedia
Modelling - miralab.unige.ch
... articulating a word or a sentence our **brain** and mouth ... the definition of tools allowing
the **animation** of the synthetic head at a **high-level** of abstraction ...
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[PDF] CreatureSmarts: The Art and Architecture of a Virtual **Brain** - all 12 versions »
R Burke, D Isla, M Downie, Y Ivanov, B Blumberg - Proceedings of the Game
Developers Conference, 2001 - gamasutra.com
... draw inspiration from animal behavior, experimental biology, and the **brain** and
cognitive ... undergoing, and would change the style of their **animation** to reflect ...
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Learning to See Biological Motion: **Brain** Activity Parallels Behavior - all 9 versions »
ED Grossman, R Blake, CY Kim - Journal of Cognitive Neuroscience, 2004 - MIT Press
... of simple figures to **high-level** tasks involving ... the target (biological or scrambled
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(..., 2001 - venus.unive.it
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... to the interaction they were undergoing, and would change the style of their **animation**
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<u>The ANIMUS project: a framework for the creation of interactive creatures in
immersed environments</u>
D Torres, P Boulanger - Proceedings of the ACM symposium on Virtual reality software ...,
2003 - portal.acm.org
... The Cognition layer handles **high level** cognitive processes and constitutes the actual
brain of the ... Finally, the Expression layer is the **animation** engine in ...
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<u>Building a Believable Character for Real-Time Virtual Environments</u> - all 2
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Z PAN, H YANG, B XU, M ZHANG - Lecture notes in computer science - Springer
... In our **brain** architecture, therefore, perception model basically refers ... can achieve
rich and colorful behavior **animation** only by altering the **high-level** FSMs ...
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Z Wen, QH Mehdi, NE Gough - ... , 2002. Proceedings. Sixth International Conference on,
2002 - ieeexplore.ieee.org

... CAUTION level has reached a **high level**, the character ... Journal of Visulization and Computer **Animation**, Volume1, No ... architecture of a virtual **brain**", http://www ...
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C Geiger, M Latzel - Proceedings of the fourth international conference on ..., 2000 - portal.acm.org
... of abstract, complex behavior • A very **high-level** abstract view ... avatar is capable of performing any **animation** out of ... acts on behalf of the **brain** within its ...
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D Isla, B Blumberg - AAAI Spring Symposium on AI and Interactive Entertainment, ..., 2002 - qrg.cs.northwestern.edu
... also to the recent abundance of graphics and **animation** talent. ... might be increased by tak- ing into account **high-level** feedback from the rest of the **brain**. ...
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Virtual fishtank
H Kaufman, B Knep, AO Francois, TA Galyean, S ... - International Conference on Computer Graphics and ..., 1998 - portal.acm.org
... to the rendering machines, including **low-level** degrees of ... and velocity, as well as **high-level** behaviors that do ... value, these character **animations** help display ...
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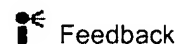"high level brain" "low level brain" | Search |

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1 Simulating Virtual Humans in Networked Virtual Environments
Igor Pandzic, Christian Babski, Tolga Capin, WonSook Lee, Nadia Magnenat-Thalmann, Soraia Raupp Musse, Laurent Moccozet, Heywon Seo, Daniel Thalmann
December 2001 **Presence: Teleoperators and Virtual Environments,**
          Volume 10 Issue 6
Publisher: MIT Press
Additional Information: full citation, abstract, references, cited by

> In the past decade, networked virtual environments (NVEs) have been an increasingly active area of research, with the first commercial systems emerging recently. Graphical and behavioral representation of users within such systems is a particularly important ...

2 Real-Time Animation of Realistic Virtual Humans
Prem Kalra, Nadia Magnenat-Thalmann, Laurent Moccozet, Gael Sannier, Amaury Aubel, Daniel Thalmann
September 1998 **IEEE Computer Graphics and Applications,** Volume 18
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Publisher: IEEE Computer Society Press
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> At present, few systems possess the multiple functions required to build believable and recognizable real-time deformable humans. We describe our interactive system for building a virtual human, fitting texture to the body and head, and controlling skeleton ...

> **Keywords:** Realistic virtual humans, real-time animation, virtual human collaborative environment, deformations, autonomous virtual actors, CyberTennis, CyberDance.

3 Complex Models for Animating Synthetic Actors
Nadia Magnenat-Thalmann, Daniel Thalmann
September 1991 **IEEE Computer Graphics and Applications,** Volume 11
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Publisher: IEEE Computer Society Press

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> A classification of models for animating synthetic actors is proposed. The classification depends on the motion control method used (geometric, physical, or behavioral) and the type of actor interaction (single actor, actor-actor, actor-environment, ...

4 Animating virtual actors in real environments
Nadia Magnenat Thalmann, Daniel Thalmann
March 1997 **Multimedia Systems**, Volume 5 Issue 2
Publisher: Springer-Verlag New York, Inc.
Additional Information: full citation, abstract, references, cited by, index terms

> This paper provides a detailed and complete description of merging virtual actors with animation in a real environment. It describes the tasks involved in each stage of integration, such as video acquisition, extraction of camera parameters, creation ...

> **Keywords**: augmented reality, hidden surfaces, shadows, virtual actors, virtual camera

5 An Evolving System for Simulating Clothes on Virtual Actors
Pascal Volino, Nadia Magnenat Thalmann, Shen Jianhua, Daniel Thalmann
September 1996 **IEEE Computer Graphics and Applications**, Volume 16 Issue 5
Publisher: IEEE Computer Society Press

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> In this paper, we first describe the State-of-the-Art in cloth modeling and animation, followed by a survey of the evolution of our work on the cloth generation and animation process toward evolving requirements. We then describe a more general system ...

> **Keywords**: cloth modeling and animation, mechanical simulation, virtual actors, body modeling, body animation, collision detection, collision response

6 A versatile navigation interface for virtual humans in collaborative virtual environments
Igor Pandzic, Tolga Capin, Nadia Magnenat-Thalmann, Daniel Thalmann
September 1997 **VRST '97:** Proceedings of the ACM symposium on Virtual reality software and technology
Publisher: ACM

Full text available: ![] pdf(632.10 KB) Additional Information: full citation, references, cited by, index terms

7 Motion Control of Virtual Humans

Marc Cavazza, Rae Earnshaw, Nadia Magnenat-Thalmann, Daniel Thalmann
September 1998 **IEEE Computer Graphics and Applications**, Volume 18
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Publisher: IEEE Computer Society Press

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Technologies for computer animation enable users to generate, control, and interact with life-like representations of humans in virtual worlds. Such worlds may be 2D, 3D, real-time 3D, or real-time 3D and shared with other participants at remote locations. ...

8 The use of PASCAL as a teaching tool in introductory, intermediate and advanced computer science courses
Nadia Thalmann, Daniel Thalmann
February 1978 Papers of the SIGCSE/CSA technical symposium on Computer science education
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9 The use of PASCAL as a teaching tool in introductory, intermediate and advanced computer science courses
Nadia Thalmann, Daniel Thalmann
February 1978 **ACM SIGCSE Bulletin**, Volume 10 Issue 1
Publisher: ACM

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10 Sharing Attractions on the Net with VPark
Chris Joslin, Tom Molet, Nadia Magnenat Thalmann, Joaquim Esmerado, Daniel Thalmann, Ian Palmer, Nicholas Chilton, Rae Earnshaw
January 2001 **IEEE Computer Graphics and Applications**, Volume 21 Issue 1
Publisher: IEEE Computer Society Press

Full text available:🗐 Publisher Site   Additional Information: full citation, abstract, references, cited by, index terms

The authors present the Virtual Park (or VPark) system. This includes a networked virtual environment (NVE) system, called W-VLNET (Windows Virtual Life Network) and an Attraction Building System that creates and modifies attractions used in the NVE ...

Keywords: Network Virtual Environment, Advanced Interaction, Attraction, Planning, Building, Motion Tracking

11 Computer animation
Nadia Magnenat Thalmann, Daniel Thalmann
March 1996 **ACM Computing Surveys (CSUR)**, Volume 28 Issue 1

Publisher: ACM

Full text available: 📄 pdf(236.36 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>cited by</u>, <u>index terms</u>

12 Avatar Markup Language

Sumedha Kshirsagar, Nadia Magnenat-Thalmann, Anthony Guye-Vuillème, Daniel Thalmann, Kaveh Kamyab, Ebrahim Mamdani

May 2002 **EGVE '02:** Proceedings of the workshop on Virtual environments 2002

Publisher: Eurographics Association

Full text available: 📄 pdf(290.52 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>cited by</u>

Synchronization of speech, facial expressions and body gestures is one of the most critical problems in realistic avatar animation in virtual environments. In this paper, we address this problem by proposing a new high-level animation language to describe ...

Keywords: agent controlled animation, animation language, avatar animation, virtual human animation

13 Introducing programming concepts with graphical objects

Nadia Magnenat-Thalmann, Daniel Thalmann

February 1980 **SIGCSE '80: ACM SIGCSE Bulletin,** Volume 12 Issue 1

Publisher: ACM

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It is more attractive for students to learn programming concepts like control structures, data structures or recursion by the means of examples based on graphical objects. The use of a graphical PASCAL extension is a well-suited way of realizing this ...

14 Introducing programming concepts with graphical objects

Nadia Magnenat-Thalmann, Daniel Thalmann

February 1980 **SIGCSE '80:** Proceedings of the eleventh SIGCSE technical symposium on Computer science education

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15

Virtual Human Representation and Communication in VLNet

Tolga K. Capin, Hansrudi Noser, Daniel Thalmann, Igor Sunday Pandzic,
Nadia Magnenat Thalmann
March 1997 **IEEE Computer Graphics and Applications**, Volume 17 Issue 2
Publisher: IEEE Computer Society Press
Full text available: Publisher Site   Additional Information: full citation, abstract, references, cited by, index terms

The realism in participant representation in networked virtual
environments involves two elements: believable appearance and realistic
movements. Using virtual human figures for participant representation
fulfills these functionalities with realism, ...

Keywords: virtual humans, avatars, motion control, artificial life,
networked virtual environments, broadband networks.

16 Anyone for Tennis?
Tom Molet, Amaury Aubel, Tolga Çapin, Stéphane Carion, Elwin Lee, Nadia
Magnenat-Thalmann, Hansrudi Noser, Igor Pandzic, Gaël Sannier, Daniel
Thalmann
April 1999 **Presence: Teleoperators and Virtual Environments**, Volume 8
Issue 2
Publisher: MIT Press
Additional Information: full citation, abstract

In this paper we present a virtual tennis game. We describe the creation
and modeling of the virtual humans and body deformations, also
showing the real-time animation and rendering aspects of the avatars.
We focus on the animation of the virtual tennis ...

17 Dressing animated synthetic actors with complex deformable clothes
Michel Carignan, Ying Yang, Nadia Magnenat Thalmann, Daniel Thalmann
July 1992 **SIGGRAPH '92: ACM SIGGRAPH Computer Graphics**, Volume
26 Issue 2
Publisher: ACM
Full text available: pdf(4.74 MB)   Additional Information: full citation, references, cited by, index terms

Keywords: cloth animation, collision responses, deformable surface
model, discretization, dynamic constraints, garment design

18 Dressing animated synthetic actors with complex deformable clothes
Michel Carignan, Ying Yang, Nadia Magnenat Thalmann, Daniel Thalmann
July 1992 **SIGGRAPH '92:** Proceedings of the 19th annual conference on
Computer graphics and interactive techniques
Publisher: ACM
Full text available: pdf(4.74 MB)   Additional Information: full citation, references, cited by, index terms

Keywords: cloth animation, collision responses, deformable surface
model, discretization, dynamic constraints, garment design

19 Using virtual humans for multimodal communication in virtual reality
and augmented reality
Daniel Thalmann
January 2002 Multimodal interface for human-machine communication
Publisher: World Scientific Publishing Co., Inc.
Additional Information: full citation, references, index terms

20 The virtual human as a multimodal interface
Daniel Thalmann
May 2000 **AVI '00:** Proceedings of the working conference on Advanced
visual interfaces
Publisher: ACM

Full text available: pdf(1.85 MB) Additional Information: full citation, abstract, references,
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This paper discusses the main issues for creating Interactive Virtual
Environments with Virtual Humans emphasizing the following aspects:
creation of Virtual Humans, gestures, interaction with objects,
multimodal communication.

Keywords: action recognition, gestures, multimodal communication,
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